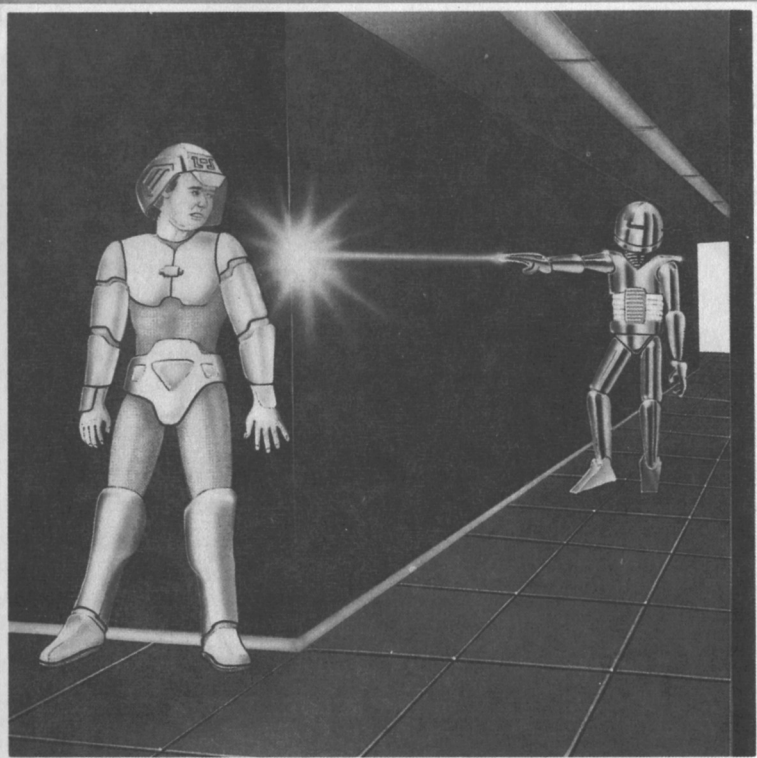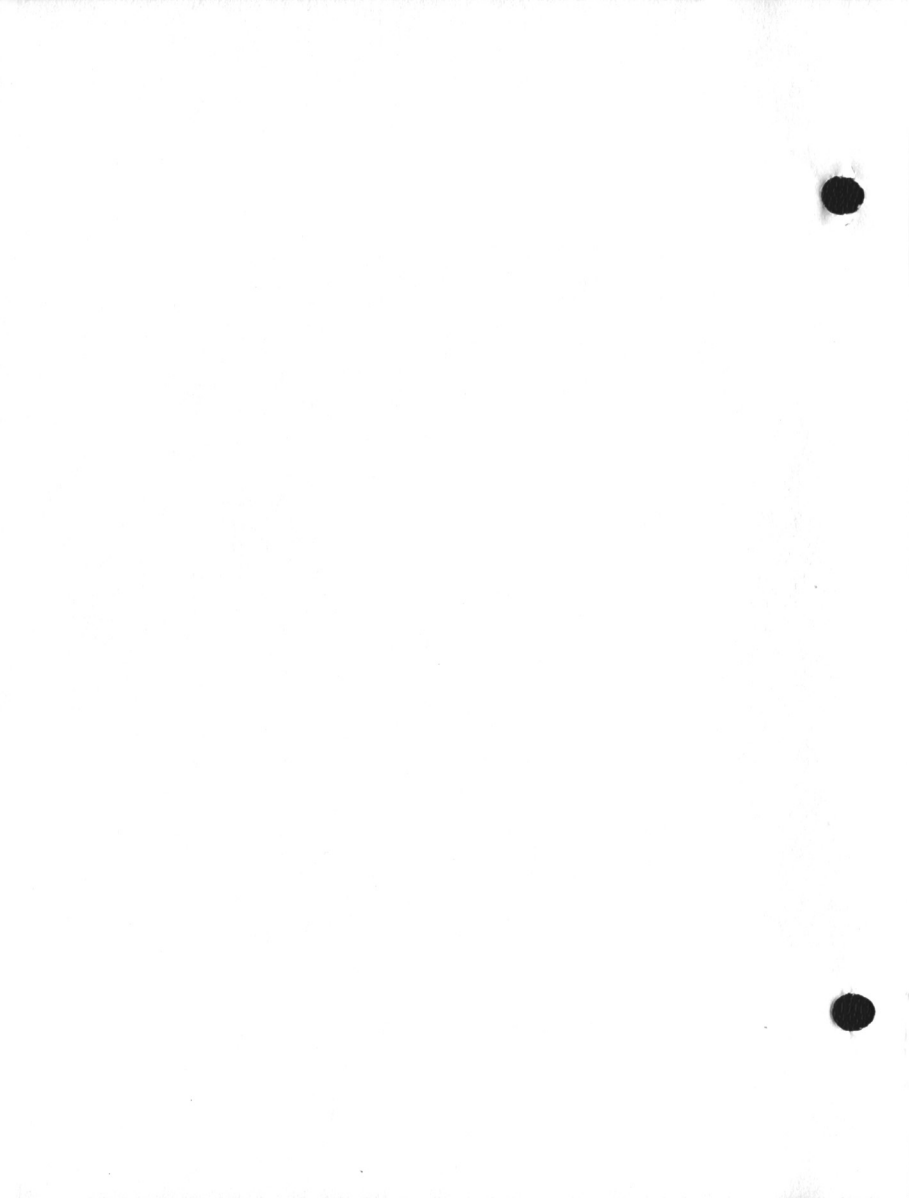# ANDROIDS

TIMEX sinclair

PERSONAL COLOR SOFTWARE

ANDROIDS

© Peter Aked 1983

Loading time: 2 minutes, 3Ø seconds

Load name must be typed in lower case letters.

Androids is a challenging strategy game of hunter and hunted, pitting the android against the monster masters of a maze that, seemingly, has no exit. As the android's force field weakens and his laser loses energy, he's prey to the lurking aliens who are waiting to spring when he's defenseless. Whether he makes it to the exit of the labyrinth, whether he has the strength to defend himself when he's backed into a corner, whether he destroys the monsters before they destroy him, all depend on how well you plan his desperate moves and whether your strategy succeeds.

TIMEX COMMAND CARTRIDGE™ INSTRUCTIONS
If you have the cartridge version of this software program, please follow the steps listed below:

1. Turn off your TS2ØØØ.

2. Lift cartridge door open.

3. Insert command cartridge with label side up.

4. Close cartridge door.

5. Turn on your TS2ØØØ.

6. Program will now begin execution.

If Step 6 does not occur, start over with Step 1 . . . and reseat cartridge once again.

ALWAYS TURN OFF YOUR TS2ØØØ BEFORE INSERTING OR REMOVING CARTRIDGE.

You may bypass tape load instructions below.

TO LOAD: Press LOAD "androids", start the cassette player and press enter. The tape loads in 2 minutes 3Ø seconds. Stop the tape when an option menu appears on the screen. Choose quickly. If you don't make up your mind before the word "Androids" reaches the bottom of the screen, the demonstration program begins.

TO PLAY: Your android is trapped in a maze while monsters haunt the labyrinth. Your objective is to get him out of the maze in operating condition. Your android is equipped with a force field energy maximum of five and a laser maximum of strength seven. These provide the power to sustain and protect him.

TO MOVE THE ANDROID: The "A" key moves your android up in the maze and "Z" moves him down. Press "X" to move him to the left, "C" to move him to your right. "V" fires his laser in the direction he's going.

(NOTE: If these movement keys are inconvenient for you, or if you just want to change the movement keys, you can set your own by choosing "C" ("Change Keys") when the options menu is on your display screen. The computer will then ask you which keys you want to use to move the android up, down, right and left and to fire his laser. The keys you choose will work until you quit the program or until you set new ones.)

JOYSTICK FEATURE — 1 PLAYER
This program optionally allows the use of a joystick to control its actions. With the joystick in slot 1 the following actions replace their keyboard counterparts:

> Stick up = up
>
> Stick down = down
>
> Stick left = left
>
> Stick right = right
>
> Button = fire laser

THIS PROGRAM REQUIRES THE JOYSTICK TO BE IN THE PLAYER 1 SLOT.

Until you see the pulsating blue box that marks the exit from the maze, move your android through the corridors. You may want to take a detour to renew his force field strength or recharge his laser if he's been seriously weakened in his encounters with the monsters of the maze.

TO SCORE: When the maze appears on your display screen, you can take as much time as you like to study the situation and decide which way your android should move to avoid monsters and find the exit. But notice you start with 3,000 bonus points that tick off to zero very quickly in the upper left hand corner of the screen. If you don't get your android off to a quick escape, you'll lose them all before you move him.

Although the most points come from moving your android out of the maze quickly with all of his field force and his laser energy intact, you pick up 10 points every time he knocks out a monster with his laser.

Remember, each time your android fires his laser it loses one point of energy. Once he's fired seven times, he's got to recharge his weapon or he's powerless against the monsters.

Every time a monster fires on your android or collides with him, you lose one point of field energy. When he's been hit five times, his power is gone — and one more hit finishes him and ends the game.

Watch the field strength and the laser energy level meters on the upper right. Your strategy in deciding which way to take your android through the maze is going to depend on whether he's got the strength and energy to make it.

STRATEGY
If his laser energy and force field strength are at zero, your android can hide as long as a light blue box is between him and the monsters. The light blue boxes represent force fields monsters can't cross. But your android can't fire his laser through them either, so you can't knock out a monster without bringing your android out in the open.

Dark blue boxes with a "G" inside are laser recharging stations. Every time your android enters a "G" box, you increase his laser energy by two points, up to the maximum of seven. Red boxes with an "S" strengthen your android's force field by one point each time he steps into one (maximum is five).

Your android doesn't start his travels in the same position, and the exit is changed every time you play. Therefore, begin each game by moving your android at random, trying to locate the exit.

Moving your android too fast through the maze may deplete his force field strength when he's surprised by monsters ahead of him. Moving him too slowly will lose bonus points for finding the exit. The android is home safe, but your score is low.

Once you've successfully maneuvered your android out of the maze, press "P" to continue playing. "Androids" begins again and continues until your android is destroyed in the maze. The game is over.

Should you not want to continue after releasing your android from the labyrinth, turn off the computer.

LOADING INSTRUCTIONS:
(See Chapter 4 of your instruction manual for detailed instructions.)
   1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning, followed by a high-pitched, screechy noise. This is the computer program. The program is recorded twice on the cassette in case one does not load.
   2. Set the volume control on the cassette deck to about 3/4 of the maximum. If you have tone controls, set the bass to minimum and treble to maximum. If you have just one tone control, set it to HIGH or MAXIMUM.
   3. Rewind the tape to the beginning. Connect the EAR jack on the computer to the EAR jack on the cassette deck recorder. Make sure the plugs are clean and securely in place.
   4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.
   5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.
   6. The border of the TV screen will alternate between pale blue (cyan) and red, during the time the computer is searching for the program on the tape.
   7. When the program has been found, the screen border will show a pattern of lines in the same shades of blue and red, and shortly the name of the program will appear on the screen.
   8. Next, as the program itself is being loaded into the computer, the border pattern will become thinner, faster moving yellow and dark blue lines.
   9. When the computer has finished loading the program, one of two things will happen:
      1. Most commercial programs will begin running automatically, usually with a "title screen" or instructions to the user. (A title screen may tell you that the tape is still loading, if not, you should stop the tape immediately at this point

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so as to be in the proper position to load the next program if you wish.) or
2. The screen will be blank, except for a Ø OK, Ø:1 in the lower left hand corner. This is a *report code* and means that the computer has successfully loaded the program.

Stop the tape immediately. To execute the program, you press RUN and ENTER. This will start the program.

SOME SUGGESTIONS

1. The volume at which the program is loaded is very important. Usually 3/4 maximum volume works best, but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4-volts peak-to-peak, although 5 to 6-volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads, but the computer has a much more sensitive "ear."

3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.

4. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.

WARRANTY

There are no warranties which extend beyond the description on the face hereof. No other warranty, whether express or implied, including the warranty of merchantability, shall exist in connection with the sale of this product. In no event shall Timex be liable for any consequential, incidental or special damages.

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MODEL NO. 345-064001

— NOTES —

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